1. Have home page of this wiki up on main computer but don't have projector on.
2. Turn on projector and then start playing Mission Impossible video with music (it's okay that no one can see the screen).
3. Slowly put on trench coat while saying:

**In the land of problem solvers, there are secret agents, private detectives, super heroes, and those who can do all things. Welcome to the land of good teaching. Today, in the next 45 minutes, you will embark on a mission like none you’ve ever been on before. Bring your adaptability and courage. You will need them. And now let me explain further.**

1. As the projector warms up and the screen is now visible, read the text on the home page.

**Good morning, agents.**  
  
**Your mission, should you choose to accept it (oh wait, you have no choice but to accept it), is to mold good Digital Citizens in your classroom in the future. You will be given clues as to how to carry out this mission. Ultimately, it comes down to you and the PMF (Possible Missions Force) composed of your best colleagues to accomplish this daunting task.**  
  
**There are no apologies for the bad puns and mixed metaphors. This wiki will not self-destruct in five seconds. However, you only have limited time to gather clues and complete the mission.**  
  
**Good luck.**

1. Note the start time in the top right hand corner of the computer (and write it on the board).

**Time will be critical in this mission and this is how we will synchronize our watches. I will note critical times in this location, based on the display in that location.**

**An important note to make at this juncture: all references to Mission: Impossible refer to the original television series from the 1960's and 70's. That is, in fact, the inspiration for the movie. Another reason for using the TV show for today and not the movie is that I prefer to idolize TC--a team of colleagues over TC--Tom Cruise.**

1. Walk around the room and place dossier kits at stations saying the names, as you go. Start with Black on east wall. Blue on North, Orange on West, Red on South.

**Please notice that I am moving in a "counter" clockwise direction. That is the direction you will move as well (in order to prevent any counter attacks or counter intelligence as well as any infiltration by counterspies). These are the four rendezvous points for today’s mission.**

**You will each be a part of a special Mission Possible Forces Team, an M:P team. You have been given an alias. When the secret signal is given (and you must wait for the secret signal), you will need to determine your initial location and team members. You will be able to determine your fellow M:P team members by inspecting each other's passports. Some team members were unable to be here today, but their passports have been left behind at the rendezvous locations. Knowing your team members will help you find your appropriate rendezvous location.**

**Once you have located all the members of your M:P team and rendezvoused at the appropriate location, determine what your M:P team aliases all have in common. Share any intelligence information you may have about your team's commonality. How familiar are you with the cover identity? What prior encounters have you had?**

**Here is the secret signal.**

1. Play the M:I music again as the secret signal. Allow time as needed for the rendezvous to happen even after the music stops; double check on teams if necessary. Don’t give them too long.

**Would a member from each team please announce your team members aliases and your team’s connection to each other?**

1. After all teams have been introduced, announce:

**If you want to switch aliases with any of your missing team members, you may do so at this point. Then please make sure all unused passports are properly and securely disposed of.**

**Now your mission begins. You have exactly 10 minutes at your rendezvous point before you will hear the next musical cue. It will be different than the one you just heard. Await your instructions at that time. Until then, let the mission begin by reading the instructions in your dossier kit and then clicking on the name of your rendezvous location on the navigation bar of your computer screen.**

1. Note the start time on the board for Rendezvous 1 (underneath the initial start time).
2. After 10 minutes:

**Alert! A new musical signal is about to be heard. Do not leave your rendezvous location but during the time that the new signal is playing, you must stop all activity, and return the rendezvous location to its original status so that it appears undisturbed. Return all materials to the dossier kit as appropriate (notably pencils and blank paper), remove all evidence that you were ever in this location (notably filled in pieces of paper and passports) and await the secret signal that it is time to move on.**

1. Play Jeopardy music and remind them to clean up but not move. Write the stop time on the board.
2. Play Mission Impossible music and remind them to move in a counter clockwise direction
3. Write the start time on the board and give them 10 minutes.
4. Continue until all 4 stations are completed by all teams.